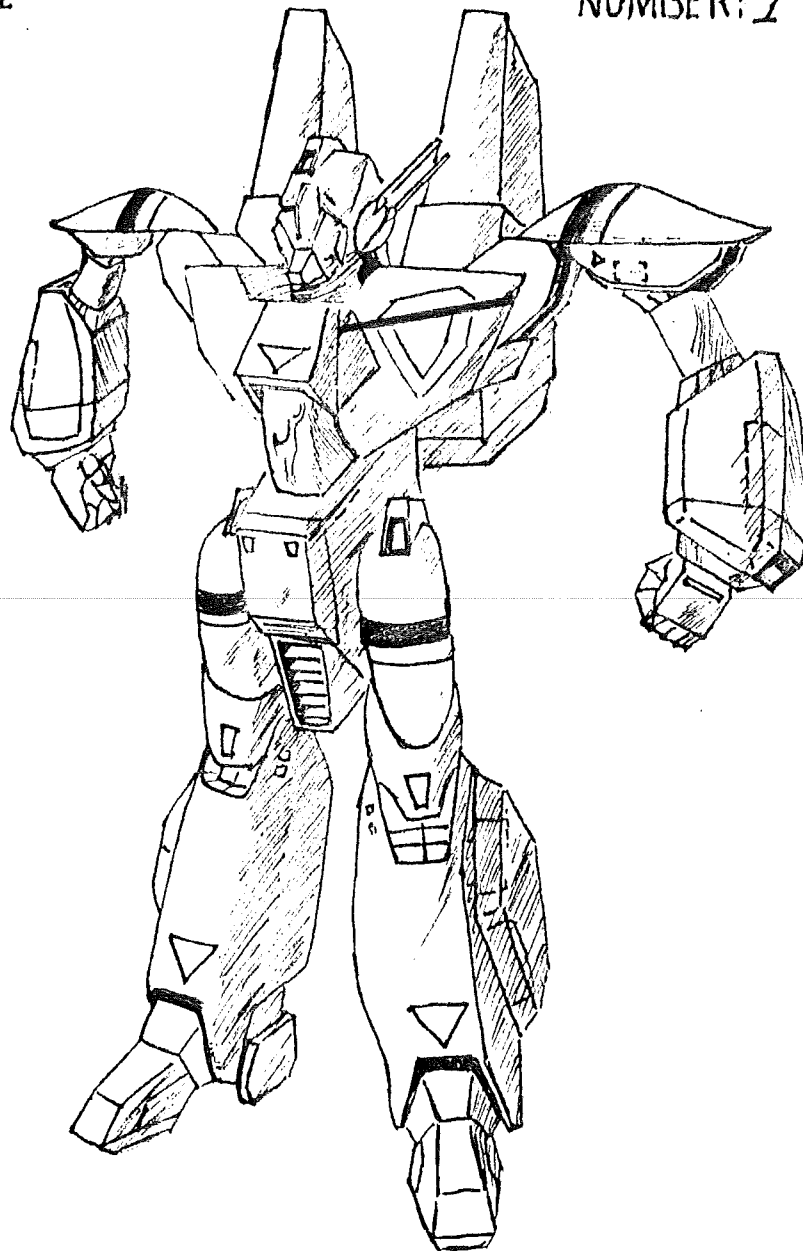


# MEGALORD: AFA SUPERDIMENSION U.S.A.

VOLUME: I

NUMBER: I





MEGALORD:APA - SUPER DIMENSION USA  
OE:EDWARD CRADDOCK VOLUME I ISSUE I  
3131 N. CHICKASAW WAY, BEVERLY HILLS, FL. 32665-4218  
ISSUE #2 DEADLINE:WEEK OF THE 20TH OF DECEMBER COPY COUNT:10

### Megalord General Information:

Megalord is for fans of the Super Dimension Programs. Macross and Movie, Orguss, Southern Cross. And also Robotech I, II and III (if we every hear or see it ) and Movie, Mospeada and Megazone 23 pt I & II. The goal of this apa is to help each other learn more about our favorite programs and to learn more about those we know little or nothing about. To educate other anime fans and the general public.

Hello everyone and welcome to our first issue. I have some general information for everyone, so read on, you will be responsible to know it.

I wish to thank Keng Sue for his cover for our first issue. Here is some general information for those of you doing covers in the future. They should be no larger than 8 1/2 x 11 and please place the full name of the apa on it including issue number and volume number. Please include enough covers for each copy. I just can't afford to pay for covers out of my pocket. Please do them in black and white, unless you want to pay for color, Ink copies the best. And please do draw covers up. I know I am an art major. But I have very little time to draw for pleasure. We will need covers for issue 2.

ACCOUNTS: The following is the balance in your account as of LAST MAILING. Please subtract the amount of postage on the envelope and .10 cents for your envelope. When sending money use check or money order made out to Edward Craddock. The bank has no ideal who Ed Craddock is.

>Edward Craddock	not mailed
>Roy Bruce	(\$6.00)
>Eric Kouba	(\$6.00)
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Lory White  
Randall Stuckey & Robert Gibson  
Dave Riddick of Book Nippan

Carl Macek of Harmony Gold  
C/EO Archives  
*Karen Helmer*



>: People who tribed this issue  
Bold: Send money, like real fast !!!

Some other things on tribs. Please send you tribs in large envelopes !, do not fold them. Also do not staple your individual tribs. Just make sure they are in correct order, it makes it easier for me gang.

RULES UPDATE: This is an addition to the rules. All tribs must contain one page of written original material.

#### VOTE:

PROPOSAL ONE: Since our next trib falls on the week of Christmas the following will be done. If I do not get enough tribs the week of the due date I will move the next issue to the next due date, last full week of Feb. If we wish in the future to do one full four month issue we must do the following, if not your vote will be void !. Vote Yes or No on the first page of your trib and direct your vote to the OE's page, that is this page.

PROPOSAL TWO: That each member should send an extra copy so that the OE can send one to the C/EO Archives. Vote the same way as for proposal one.

Remember since things are now moving along your trib will be due the last full week of December or Feb. Anything after Friday of that week will be late !.

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November/December 1987 Volume One -- Number One

Edward C. Craddock

3131 N. Chickasaw Way, Beverly Hills, FL. 32665-4218 -- (904) 746-1504 No Calls after 11:00PM EST -- Please

Hello everyone I glad to see everyone here. As we launch off on our first issue I hope we can all look forward to being here for Megalord's first anniversary issue !.

Well here I go. To hit all my vital statistics: I am 21 and my birthday is the 26th of September. At the time I am attending college here in Florida looking for a animation school or college in Japan to attend. My main gold is to work for a Japanese animation studio in Tokyo. As I am sure we have all guessed my major is in Film Art, Commercial Art or Media Entertainment, it all depends on whom one talks to. I am also majoring in the Study of Oriental Cultures, English (which is hard to believe some times) and hopefully Japanese.

To start from the beginning. Lets see, the Earth was without form or shape... no, no, thats to far back. As most, or some of us did, I grew up watch many America versions of Japanese programs in general, yes, everything not just animation. But animation was my favorite. I enjoyed Kimba for one of the classics and believe me I seen a lot of original material when I was young. Just wish I remember all of it. I was a big fan of Speed Racer, hay !, I was only five at the time. To come up to more recent programs I first got the ideal to try to find others who enjoyed Japanese animation. I am a firm believer in if you like something someone else must also. In 1979 when the very poor Battle of the Planets came on American television. But after a long search, here, there, under every rock, my search was fruitless. Also I didn't find anyone. So after a few years Battle of the Planets went off and my search found its way onto the shelf. But my childhood love remained.

In 1984 we had a Japanese exchange student at our high school. The chance for new news intrigued me greatly. So I dropped a few hints and one night at a slow, no, dead party. He approached me with the invitation to go out for pizza and talk animation. Well !, I was hungry !. We talked of many programs that we enjoyed and he introduce me to a new one that he enjoyed, Macross. It was my first look at the program and my favorite character Misa Hayase. I never did get a chance to say

goodbye, and that once again set me back. But things were going both ways for me at that time. I fell into disappointed with the field of work I had picked out for myself, computer tech. I did not like what I seen or what I was being told by those in the industry. So then I had no ideal where I was going.

About that same time I meet my second Japanese animation fan. Working with a friend from my programing team over at his house we looked in on his sister. Well thats as far as I made it down the hallway. And she was a Macross Fan also and now, well, just more than a fellow fan. Things where starting to look up !.

Well thats enough about me. The rest is pretty much history now. Kim, an artist herself suggested that I turn my dream into reality and become an animator. As you can guess it is hard for some one whom has focused on math and science most of his life as a career choice, but with moral support and help it is working out. And in the summer of 85 we both seen our favorite program come to america television and finally found fellow americans that also enjoyed animation in the C/FO.

I enjoy just about everything, so I am game for a discussion on any show. The ones I keep up with the most are as follows: The Super Dimension Series, Mospeada, Robotech, Dirty Pair, Gundam Series, Urusei Yatsura, Hokuto no Ken and a few others. Like I said just about everything.

Well that will do for this issue, since I am pressed for time. Next issue I will throw a whole bunch of stuff at you. Maybe new for some or not.

Take care and hang on !!!!!.







#### Japanese/American Animation List

Edward C. Craddock

3131 N. Chickasaw Way, Beverly Hills Fl. 32665-4218

(904) 746-1504 No calls after 10:30PM Please

#### Tape Trading/Coping Policy

My policy is an open one. But if you charge others to make copies of your tapes don't bother asking me for copies. You have been warned.

I usually find myself busy with one thing or another, and also do not wish to make tape copies all day long. The best thing to do when you see something you like is to write me. This way I can tell you more about the quality of the copy and when I can make copies for you and how much I will copy at that time. If you just send tapes to me you will get them when I get around to them. If I don't talk to you on a regular basis. Send a post card along with the tapes and I will let you know they got to me safely. I can make stereo/Hi-Fi copies for those of you who want them. And I only use my commercial tapes on trades.

I do ask that you send a mailer to return the tapes to you all ready to go. In other words, with postage on it. If not send me money for postage and mailer.

Please send only high grade tapes. Like Maxell HGX HIGH GRADE, HI-FI HGX GOLD. TDK HS, E-HG, HI-FI, HD-PRO. If you knew what low grade and cheap tapes did to your video heads you would not use them. I will tape on a T-160 but don't care to do so. For one reason, a T-160 is a T-120 literally stretch to add the extra time. They are hard ware on the VCR drive system and the quality of the picture degenerates faster on them. All this also goes for audio taping. I do ask that you send Crome or Metal tapes for CDs. They give the best reproduction. Such as, Crome TDK SA-X, HX-S 90 min and Metal MA-R and MA-X 90 min. If not sure ask I can tell you what has worked best for me with each type of Music. A Crome SA and SA-X is a good general tape for Records and Tapes.

And as far as trading goes I like to set that up on an individual basis. I will take other things for tape trades like books and such. So if you don't own much in tapes don't think you can't trade with me. If by chance you happen to be looking for something ask, I may have it.



# Video Tape and Laser Disc List

[Title] {Time} {Media}  
 !<Language>!Title Type!Episodes!Quality!Generation!

[ ] around title indicates stereo/Hi-Fi

<> around Language indicates subtitled

Media: Tp=Tape, LD=Laser Disc, C=Commercial

Title Type: Movie, T.V. Movie, Video, Series

Quality: Ex=Excellent, Vg=Very Good, G=Good, F=Fair, P=Poor

Generation: 1 thru ? Generation

Codename:Robotech {120 min} {Tp}	Super Dimension Calvary Southern Cross {30 min} {Tp}
!English!T.V. Movie! -- !G!2!	!Japanese!Series!1!F!2!
Robotech:The Macross Saga {30 min} {Tp}	
!English!Series!?!G-F!1!	Genesis Climber Mospeada {30 min} {Tp}
Robotech:The New Generation {30 min} {Tp}	!Japanese!Series!4!F!2!
!English!Series!1-?!Vg-G!1!	
Robotech:Boobytrap Vol. 1 {30 min} {C}	Dirty Pair:Affair of Nolandia {55 min} {Tp}
!English!Series!1!G! -- !	!Japanese!Video! -- !Vg-G!2!
Robotech:Countdown Vol. 2 {30 min} {C}	Dirty Pair Movie {? min} {Tp}
!English!Series!2!G! -- !	!Japanese!Movie! -- !G-P!2!
Robotech:Spacefold Vol. 3 {30 min} {C}	Dirty Pair {30 min} {Tp}
!English!Series!3!G! -- !	!Japanese!Series!1!G!2!
Macross: Love - Do You Remember ? {120 min} {LD}	Harmagedon {131 min} {Tp}
!Japanese!Movie! -- !Ex! -- !	!Japanese!Movie! -- !Vg!2!
[Macross: Love - Do You Remember ?] {120 min} {Tp}	
!<Japanese>!Movie! -- !Vg!3!	[Hokuto No Ken Movie] {110 min} {Tp}
Macross: Love - Do You Remember ? {120 min} {Tp}	!Japanese!Movie! -- !Ex!2!
!<Japanese>!Movie! -- !P!3!	
Macross: Love - Do You Remember ? {120 min} {Tp}	[Crusher Joe Movie] {131 min} {Tp Fr LD}
!<English>!Movie! -- !Vg!3!	!Japanese!Movie! -- !Ex!1!
[Macross Flash Back 2012] {30 min} {C}	
!Japanese!Video! -- !Ex! -- !	City Hunter {30 min} {Tp}
Macross Music Video {30 min} {Tp}	!Japanese!Series!1!Vg!2!
!Japanese!?! -- !G!2!	
Super Dimension Fortress Macross {30 min} {Tp}	Taro - The Dragon Boy {75 min} {Tp}
!Japanese!Series!1!F!2!	!English!Movie! -- !Ex!1!
!Japanese!Series!?!G-F!2!	
!Japanese!Series!?!Vg-G!2!	[Transformers The Movie] {86 min} {Tp}
	!English!Movie! -- !Vg!1!
Orguss Memorial Vol. 1 Moohm's Dream {45 min} {Tp}	
!Japanese!Video! -- !Vg-G!2!	Urusei Yatsura {30 min} {Tp}
Super Dimension Century Orguss {30 min} {Tp}	!Japanese!Series!?!F!2!
!Japanese!Series!1!G!2!	



Vottes V (30 min) (Tp)  
!Japanese!Series!1-3!G!2!

Z Gundam (30 min) (Tp)  
!Japanese!Series!1!G!2!

Maple Town (30 min) (Tp)  
!English!Series!7!Ex!1!

Mysterious Cities of Gold (30 min) (Tp)  
!English!Series!11!Ex!1!

Adventures of the Little Koala (30 min) (Tp)  
!English!Series!4!Ex!1!

[Wings of Honneamise] (120 min) (Tp Fr LD)  
!Japanese!Movie! -- !Ex!1!

Making of the Royal Space Force (30 min) (Tp)  
! ? !Video! -- !G!2!

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## Record - Tape and CD List

Title {Time} {Media}  
!Language!Quality!#!Dolby!

Title Bold Face: Have English Translations  
Media: Lp=Record, Tp=Tape, CD=Compact Disc  
Language: English, Japanese  
Quality: Ex=Excellent, Vg=Very Good, G=Good, F=Fair, P=Poor  
#: Number of Tapes, Records, CDs  
Dolby: If "db" has Dolby

Macross Vol. 4 "Long Distance Love" { ? } {Lp}

!Japanese!Vg!!!

Macross Movie Original Soundtrack { ? } {Tp}

!Japanese!F!!! ? !

Macross Symphonic Suite { ? } {Tp}

!Japanese!F!!! ? !

Macross "Snow Falling in the Galaxy" {35:20} {CD}

!Japanese!Ex!!!

Macross Flash Back 2012 { :30 } {Tp Fr Video}

!Japanese!Ex!!!db!

Millenia {42:30} {CD}

! -- !Ex!!!

Transformers: The Movie { ? } {Tp}

!English!G-F!!!db!





## SUPERSTRING: INOCHI NO HANA

Hello! I'm Roy Bruce; This is my first trib in any APA, so please forgive me for any mistakes I make. Now, before I start talking about this trib, allow me to tell you a little about myself. First of all, my address and phone #:

Roy Bruce  
3612 Seminary Ave.  
Richmond, VA 23227

PH #: (804) 358-7631

(If you call, the best times are 9:00am-11:00 am, and between 9:15pm and 10:30pm).

I'm a native Richmonder (that's both good and bad, depending on what day it is), 21 years of age (birthday: 7/8/66), and I'm a student at Virginia Commonwealth University. My major is Psychology (B.A. degree), and I'm also going for B.A. degrees in English and Religion. My main interests (aside from Japanese animation, of course) are Parapsychology, Philosophy, Physics, and English. It is my dream to be able to go to Japan after I graduate (12/88, probably) and teach English at either a college, or as a private tutor. Ed Craddock has already helped me in this by giving me info on that type of career, and if anyone out there has any connections, please let me know.

My first interest relating to Japanese animation was back in 1982 when I saw "Star Blazers" and "Battle of the Planets" for the first time when I was on vacation in Norfolk. Then, in 1985, I saw "Robotech"; At that time I was attending college in Elon, N.C., and the station there showed the episodes totally out of order (#20, 33, 67, 43, 12, etc, or something along those lines), so I didn't get much out of it. But when I read Robotech Art I, I was finally able to get some idea of what Robotech is about. By that time, I was back in Richmond, attending V.C.U., and the local affiliate, WRLH-35 had taken Robotech off the air (they'd been showing it at 6:30 am on Saturdays, out of order) to replace it with "Inhumanoids" (Gaaak!). I called the station programmer, wrote to him, and even tried to get a petition going. His reply (on the phone of course) was that fans of Robotech formed a small fringe cult, and that we would need over a million signatures to have the show reinstated on the air. This, as you must realize, is an enormous exaggeration, but there's just no dealing with @\$\$! people like that, so I more or less gave up on them.

I'd seen in Robotech Art I that there was a "network" of Japanimation fans, but it gave no more info than that. But through Book-s Nippan, I was able to buy a copy of the Baycon '86 book. In February, a group of gamers at VCU allowed me to show a copy of the "Macross: Do You Remember Love?" movie at one of their meetings. I put up posters and handed out flyers at comic shops, and around 40 or so people showed up, and at least 90% of them enjoyed it. We also had a synopsis pamphlet printed up for the viewing, as I had written to Miyako Graham (one of the authors of the Baycon '86 book), and she had sent me information the C/FO and the C/FO San Antonio. So, at the end of February, this year, I joined the general C/FO, and then C/FO-San Antonio in March. And I spread the word about the C/FO to all of my fellow Japanimation fans here in Richmond.

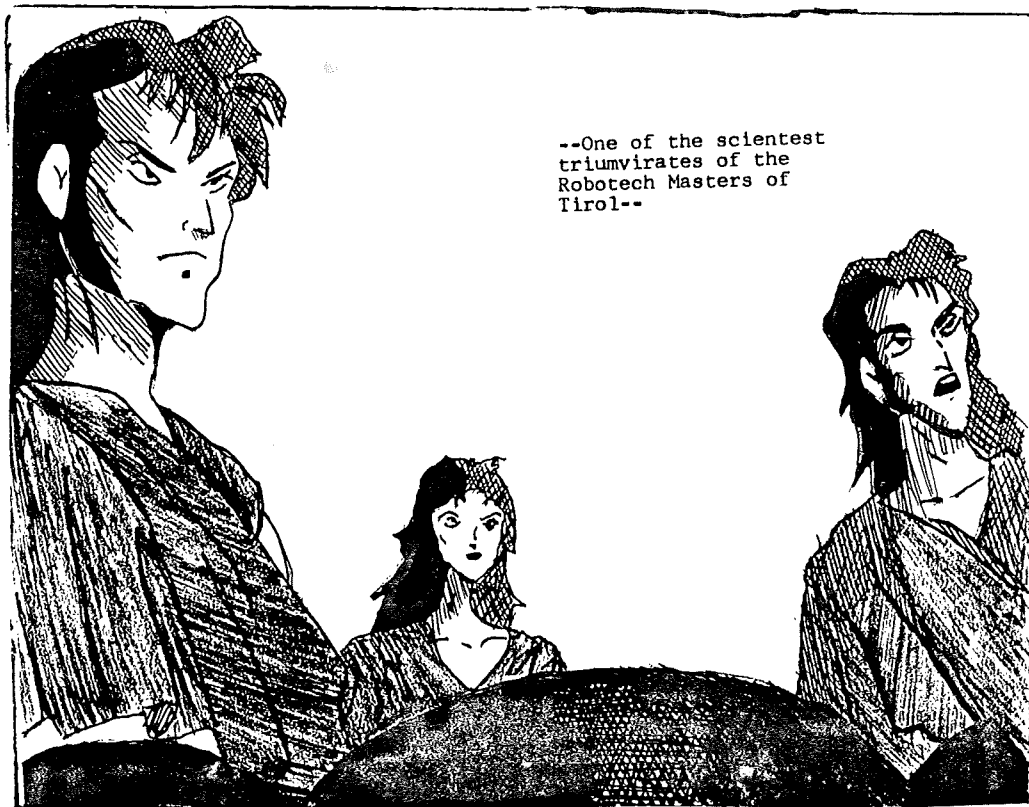
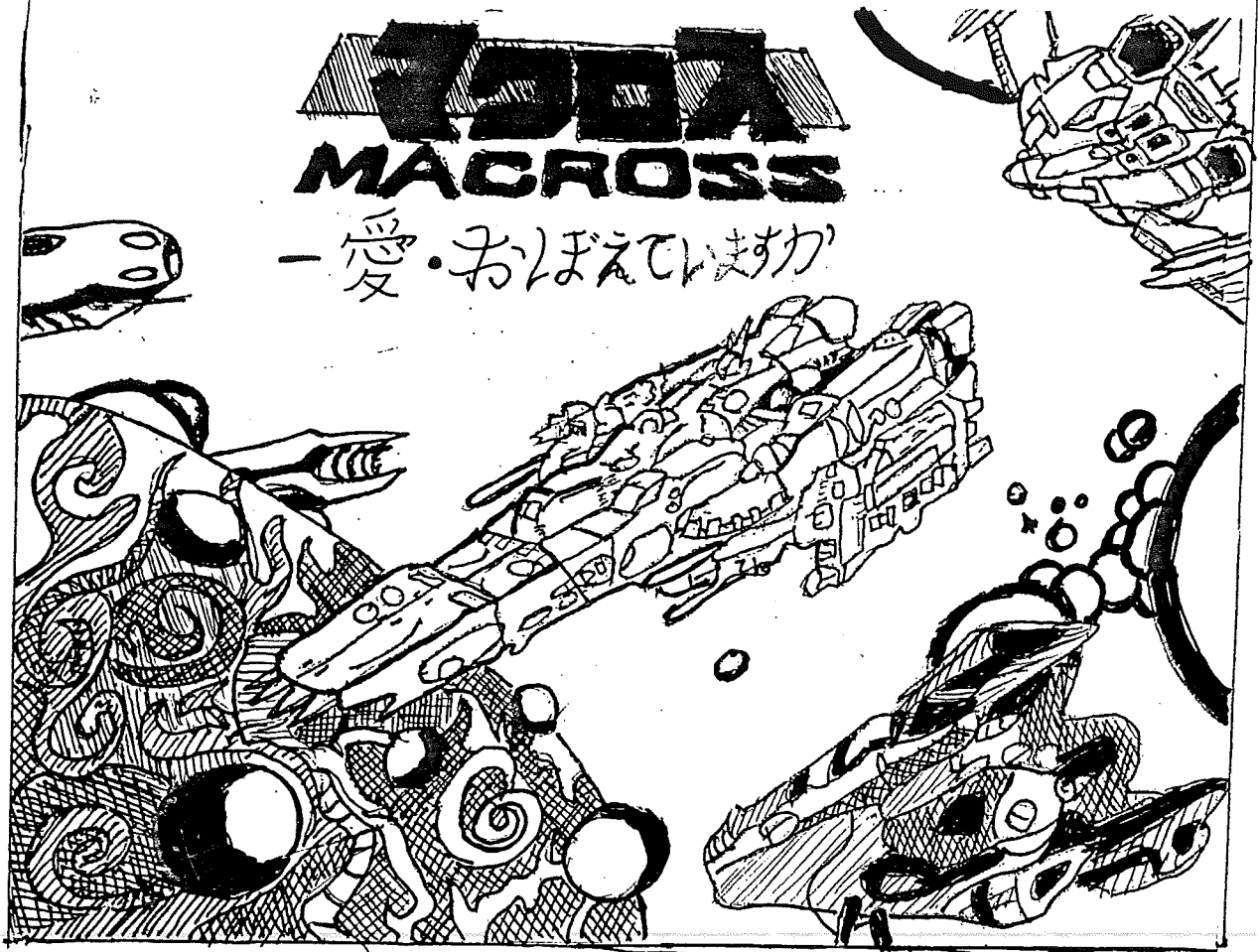
Then, in June, I felt a need to start a chapter here, the Cartoon/Fantasy Organization of Central Virginia (C/FO-CVA). I'm the chapter representative/secretary at the moment, and our president is Emrey Barnes. We have 4 general members, and 15 associate members so far; There are no dues, but we have a newsletter called "Anime No Shimbun" that comes out every month. Subscription rates are 9.00 for six months and 18.00 for twelve. If you wish to subscribe, make check or m.o. out to me as we don't have a chapter account yet. And the reason that we haven't been listed in the "New C/FO Bulletin" yet is because we started in June/July, and the Bulletin was sent to Fred Patten for printing back in May. We have a tape trading policy similar to San Antonio's, and for a list, all you have to do is send me a S.A.S.E.

Now, onto the trib: "Superstring: Inochi No Hana" refers to both the Superstring of physics (aka "Unified Field") and to the Flow-er of Life. In my trib, I'll be dealing primarily with "Robotech", although I may stray into the original Japanese shows once in a while. My articles will deal with some of the things that the show and books allude to, but never say straight out. I also do my artwork, and while it's not altogether original, I feel that it's better than xeroxing stuff. For those people that think that Robotech is merely a mangled version of the original 3... shows, consider this allegory: There is a log, and when cut can form a block of wood. This is fulfilling part of it's potential. Then take that block and shape it, and it fulfills more of it's potential; And while it is wood, it is no longer a block. So it is with Robotech -- One cannot reasonably compare it to Macross, Southern Cross, and Mospeada, because it is NOT THE SAME. Would you compare the block to the figure? Both have use and potential, but they are not the same either.

As to what the "Superstring" is, I'll discuss that next time. Now, on to the trib!

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--One of the scientest  
triumvirates of the  
Robotech Masters of  
Tirol--

## THE ROBOTECH WARS

### Preface

The following stories/articles appearing in this trib will cover not only well known parts of Robotech, but also as many events leading up to the Robotech wars, and those parts of the Robotech Wars only partially aluded to. This includes Zor's shap-ing, the Global Civil War, the Power Broker Circle of the U.E.G., etc. A list of books that I have used in researching these ar-ticles will follow.

## THE ROBOTECH WARS

### Part One: The Shaping of a Vision

It is the eleventh century, A.D. on Earth; William of Normandy is in the mid-st of conquering Britain, and the en-tire Western World is pulling itself out of the "Dark Ages" into a new age of "en-lightenment". In Japan, the fuedalism which is to govern the people for cen-turies is just beginning; And in China, it is the middle of the Sung Dynasty -- Chinese navigators have just developed a compass similar to that of the Mediter-reanean nations, but far to the South, Pol-ynesian seafarers still navigate by the waves, the wind, and the stars. In these Southern skies are four stars that form an angularly set cross. And if the peoples of Earth knew of the events taking place during this period, they would surely look to the skies, shuddering, and say to one another, "The gods are insane."

Across the galaxy, in one of the stel-lar systems of what Terrans would later call the "Southern Cross", there exists a planet known to some as Fantoma. On one of Fantoma's moons, a moon called Tirol, there exists a race of human type people. Their cultural level is, at the moment, "type II" on the Kardashev table. An interplanetary society which has begun to expand to other stellar systems, a race in desperate need for new sources of energy. The planetary society is a united one, under the command of an authoritarian republic, ruled by the "Overlords" of Tirol. The average lifespan of these humans is about 200 Earth years, so they have learned the meaning of both patience and power.

There exists one person on Tirol who has intellect supreme beyond any other of his race: the lord Zor, head scientist of Tirol. He is primarily responsible for their reaching into the void, for new ener-gy sources, for new planetary races, and most of all, for the knowledge of how the Universe is bound together. A Terran Budd-hist priest might ask him, "Why do you search outside of yourself, for that which is already within?" Like many scientists, Zor searches the stars for the answers, and fin-ally, he finds them. On an interstellar ex-ploratory expedition, Zor comes in contact with a race living in a nearby system on a planet known as Optera. A race known as the Invid.

The Invid are a peaceful race of far-mers, but are in no way human. In their nat-ural forms, the Invid are what could best be described as beings of protoplasmic energy; They are able to shape-shift at will, and it is apparent to Zor that this ability is not altogether an inborn trait. Lord Zor comes unto the Invid to learn their ways, and of-fered them something in return: emotions. It

is unknown if the Invid had had any relat-ions with other races, other planets, al-though other races had known beings like the Invid before.

Regis, the High Queen of the Invid, re-veales the secrets of her culture, the first and only culture on Optera. In return for these secrets of "protoculture", Zor courts Regis and gave her the meaning of emotions, mainly love, one of the strongest. But Zor's love is false -- he uses the Regis, even as Regis wills herself into a female human form. And once she knows the taste of love, so do all her people. . . and all of the other emotions with it.

Zor has found his "Tree of the Knowled-ge of good and evil" and his "Tree of Life" combined in one plant: The Invid Flower of Life. But it is, perhaps, incorrect to call it a plant; While it does resemble what is commonly known of as a plant, it is no more a plant than the Tirolians or Opterans could be called human. The energy fields surround-ing and ingrained in the flower interweave themselves with the natural energy patterns of the Universe -- the Unified Field. The flower exceeds time, space, matter, and ene-rgy -- it can penetrate each, and has other unique properties effecting each.

The Invid flower of life, it seems, has five distinct phases of physical existence: (1) spores, (2) the plant, (3) the flower, (4) the pollinated flower, and (5) the seed. Once the flower is pollinated by a small Op-teran animal called the pollinator, the seed begins to appear. After the seed has divided it releases the spores, and the cycle begins over again. But once the seed's division is stopped, and the seed contained in a special pressurized chamber, the resultant pressure to divide (as long as the seed is kept at a steady constant of temperature and pressure) creates complex energy patterns; On the phy-sical level, it is heat energy (which can be transformed into other types of energy); On the time/space level, it is a pattern of en-ergy that is interwoven into that same level of time/space; On the level of matter, it can give interesting properties/abilities to both organic beings and inorganic substances including the ability to combine both inor-ganic and organic. However the seed is on-ly good for a certain period of time, relev-ant to the surrounding environment, and the usage ratio of the energy field(s).

The Invid, however, consider this aspec-t of the flower's abilities to be secondary in nature. They use the leaves and petals of the flower for a primary food source; It not only enhances the (small amount of) natural inborn shape-shifting ability of each Invid, but it also ties them together through tele-pathic contact. They are, therefore, unified as a people -- until their flower is taken from them and their link to and with their "protoculture" is broken. And in the same sort of way, the same parts of the flower have a similar effect on human and humanoid beings; In those mentally balanced, the flower can (1) combine the conscious and un-conscious, (2) increase mental powers, such as telepathy and telekenisis, and (3) give the being in question access to all of the possibilities relevant to themselves across time and space (it is up to the person to make use of the information), past, present, and future. For those mentally unbalanced, however, it can warp the mind even further, the same (but highly intensified) as most chemical dependancies on such things.

The Overlords of Tirol, once they have learned of lord Zor's discovery, which he has named "protoculture" (for obvious reasons), they seized it, and prepared themselves to utilize it. Unfortunately for all, they were mentally balanced enough to gain the positive abilities. But they were also unbalanced enough to gain the negative abilities as well; The combination of the two evolve into the monstrous three-in-one triumvirates, of the Masters and Elders. Through genetic experiments, the Overlords turn the race on Tirol into immortals, and subjugate the peasantry (those not lords) into cloned triumvirate slaves. Emotionality, which they see as the root of free thought and (consequently) rebellion, is banned, and any who show signs of emotions are either mind-washed, re-cloned, or totally destroyed. The lords still retain at least a small portion of their emotions, and Zor more than most. But still he can not resist the combined mental powers of the Masters and Elders.

Zor betrays Regis, by stealing as many flowers and seeds, then laying waste to the "flower beds" of Optera. Zor cannot help himself, as he is totally under the Master's & Elders' control, but a small part of himself screams out at his overlords, "Do this thing at your own peril -- the Universe itself will cry out in despair and anger!" He also tries to contact Regis, but the pain that she feels for both her people and for her broken heart has built a wall of silence around her being. Then the resentment comes. And the anger. Finally, with the loathing, she is ready to fight back, to reclaim for her people that which has always been their own; The Invid don physical forms and battle armor, multiplying google-plexi all the while. And they stretch out for the stars to regain their flowers.

The Masters and Elders have convinced lord Zor that he has no choice but to serve them. So he does, vying for the time when he might right the wrongs done; He sees what his fellow scientist lords have done with the protoculture to themselves and the now triumvirate slaves, and is disturbed. But this is not the end of the Overlords' uses of protoculture. Different members of certain triumvirates are chosen for re-cloning in the new "macronization chambers" which Zor has developed, and the Zentraedi Invid Fighters are born. The first is a titan which Zor names "Exedore", and imparts with him the falsified history of the Zentraedi peoples. Then comes Dolza, and then Breetai. Dolza is placed in command of the Zentraedi, and Breetai is developed as the "ideal Zentraedi officer". Then Zor sets out to develop the weaponry of the Zentraedi: Robotechnology.

When combined with inorganic forms, under the control of sentient and intelligent organic life forms, the energy field from the protoculture allows for modular transformation of those inorganic forms. And with the proper energy collection/displacement mecha system, the chronal energy field allows for the warping, or folding of both space and time. Zor and his fellow scientists design the mecha of both the Tirolians and Zentraedi with such fields and systems in mind. Because it contains elements of technology that the Tirolians had once used in robotics (mainly artificial intelligence systems and androids), the Overlords dub it ROBOTECHNOLOGY, and call themselves, imperiously, the Robotech Masters.

And with the completion of the Zentraedi battle fleet, and the Zentraedi Cloned "Invid Fighters", Zor instills them with the warrior-imperative "Destroy the Invid" (at commands of his Masters), and with a warning, "Leave all 'micro humans' alone." And so begins the first Robotech War.



Now it is the fourteenth century A.D. on Earth, and the scientist lord Zor begins to have a vision -- a vision brought about by ingesting the flowers of life, a vision of how he might bring peace back to the war-torn galaxy; Almost simultaneously, thousands of light

years away, a Terran visionary by the name of Nostradamus (aka Michel de Notredame) is also having glimpses of Earth's possible futures -- of the impending self-brought doom, rebirth, and invasion:

"Towards the North there will appear  
A comet, not far from Cancer  
Susa, Siena, Boetia, Eretria,  
The great one of Rome dies overnight."  
(6.6)

"A great king of terror will descend  
from the skies,  
The year 1999, the seventh month,  
To resuscitate the great king of Angolmois.  
Around this time Mars will reign for the  
good cause." (10.72)

"Live fire will be put in globes, hidden  
death,  
Horrible, frightful,  
By night the fleet will reduce the city  
to rubble.  
The city on fire, the enemy indulgent."  
(5.8)

"After a great human exhaustion a greater  
makes ready,  
The great motor renovates the centuries;  
Plague, blood, milk, famine, iron & pestilence,  
In the sky, fire seen, long running spark,"  
(2.46)

Nostradamus' visions perhaps echo prophecies from ancient times; Gods and visitors from the heavens, the death and rebirth of humanity by fire. From the times of Ezeikel through the present, visionaries knew. And were laughed at as charlatans.

Now, it is what Terrans would call the seventeenth century; Nostradamus is passed on, for 3/4 of a century now. And Zor lobbies the Elders and Masters for permission and resources to create a new type of ship, a "protoculture factory" similar to the "robotech factory ships" which build and repair the mecha which both the Masters and Zentraedi use, but with a number of

differences. This "factory ship" would carry a more thoroughly and technically advanced protoculture matrix (a type of energy generator which facilitates both the correct pressure for the protoculture, while allowing the older seeds to become spores, allowing for regeneration of the flowers and the seeds), which would allow the ship to have an almost limitless supply of energy. It's purpose would also be different, to seed lifeless planets with the spores, and later harvest the seeds for Tirolian usage. This seeding would also cause a type of "genesis effect" on some planets, bringing about the beginnings of natural life. But there would always be the danger that a sensor nebula would detect such planets, and bring the now warrior race of the Invid.

Zor's ship turns out to be more fortress than factory. The prow is a giant phaser-x cannon (plasma energy), and there are innumerable smaller cannons all over the ship, tied into the main computer's "reflex" programming (allowing the ship to respond automatically to hostile forces). The protoculture matrix within the ship gives it other unusual properties. It can detect, through sensory analysis, damaged parts of itself, and seal/repair them (the duration of this is dependent upon the extent of the damage). Likewise, it can transform modularly if the need arises. But perhaps the most amazing feature is the fact that the interior choral sequence can be adjusted to flow with the exterior time stream. As time flows differently throughout different parts of the Universe, so the ship's time system can be reprogrammed to allow for each different flow. I.e., if programmed, the time stream inside of the ship will correspond to that of the outside environment, or it would return to standard Tirolian time.

In the following years, Zor dubs his ship the "Super Dimensional Fortress", and goes about fulfilling his mission. He also goes about fulfilling his visionary plan, though, by both seeding planets and keeping no records, and by seeking out the small blue planet of his vision, a planet called "Earth" (Zor found it ironic that this meant "ground" or "soil" in the same language), far away from the Master--Invid war.

Now, it is A.D. 1990; The Earth is in the midst of a global war, on the verge of destruction. And Zor is seeding his last planet for the Masters; He dies, but before he does, he fulfills the last stage of his plan. He has sent the SDF to Earth, by programming the navigational computers for a multifold journey. This would have three purposes: First, it would make it almost impossible for the Zentraedi and/or Masters to follow the factory. Second, it would make it highly improbable that the Terrans would find

the war. To insure this, Zor had programmed the protoculture matrix to camouflage itself after one space jump when it had been repaired. The third purpose was to send it beyond the sensory detection of any of the Invid sensor nebulae.

Zor may have been far-sighted, but not enough. He did not foresee, could not foresee, the raw emotional determination of the four groups (Masters, Invid, Zentraedi, Humans) to seize control of this most precious gift for their own purposes. Not to share, but to conquer. Names and shapes may change with the ebb and flow of time/space, but such motivating factors as greed always stay the same, leaving thinkers with the question: Can even love, reputed to be the most powerful of all motivating factors, overcome greed and power-lust? We shall see...

#### THE ROBOTECH WARS:

##### Part Two: The Light within the Darkness, and the Darkness of the Light.

In order to fully understand why the Global Civil War (1995-1999) took place, we must first understand not only the political, social, and economic events which led up to it, but also exactly who was in control and what their motivations were, and, unfortunately, are. Thus, our story does not begin in the 1990's, or even in the 20th century. It begins, in truth, in the dawn of history, but what mainly concerns us began just nine centuries ago.

Consider, for a moment, history. Throughout all lines of history, there are memories of cultures who had advanced knowledge of mathematics, astronomy, and physics. Yet the rulers of these nations kept such knowledge from their people, so when they were conquered or destroyed by cataclysms of nature, much of their cultures were also lost. So now we have only misty legends of Minoan Crete, Dynastic Egypt, Ur, the Ainu, the nameless ones of Arizona, the Olmecs, Dilmun, Carthage, Etrusca, Garamante, Maya, Vinland, and the culture of Babylon. If the knowledge of these civilizations had existed in the days of the Renaissance, who knows what could have been accomplished?

But alas, it did not, mainly because of those people who wished to control the nation; Power Brokers. And they still exist today, as if anyone were blind to it. And prior to the crashdown of the SDF-1, there were three major groups of power-brokers (with many divergent factions within each, but tied), (1) those ruling the Authoritarian Republics, (2) those ruling the Socialist nations, and (3) those ruling the Mid-Eastern nations. First, we will examine the origins of the most mysterious power-brokers, those of the authoritarian republics; the illuminati.

The origins of this group begin with the first such group of power brokers; The "Brothers of the Orient". Members of this group travelled throughout the European nations, taking positions as advisors to the lesser feudal lords. Within the Christian Church, they became cardinals, and some even rose to the rank of Pope. By the 12th century, they had formulated and instated the first part of their millennial-long plan; The Crusades. The Saracens had been threatening their hold on Europe for some time, as had the various monarchies of Europe. What better than a Holy War to kill both birds? The "Brothers" within the Church spread the word, and soon the en-

tire Western World was raised to a fever pitch. Kings and major nobles, most of the brave men (and some women) journeyed to "Outreimer" and died, fighting the Saracens in the Crusades. This continued for several generations, until the weaker men were rulers of their nations. Then the power brokers struck, pushing various nobles to confront their kings; This had a most powerful effect in England, with the result being the "Magna Carta".

From that point through the 18th century, factions within the "Brothers" Organization slowly spread apart. By that time, only a small fraternity remained: the "Unknown Superiors", under whose command was formed the ultra-secret society of sorcerers, statesmen, and others: The "Illuminati". The major spokesmen and organizers of that group were Scieffort, Weishaupt, and Swedenborg. Their purpose, as F.R. Dumas tells us in his biography, Cagliostro, was the "overthrowing of monarchies and replacing them with authoritarian republics." They wished to create a "United States of Europe", a puppet government with themselves as puppet masters pulling their strings. The common people would also be allowed enough education to improve their lives to the point of sloth and ignorance (not unlike the republic of Rome) of their real masters.

Balsamo-Pellegrini (aka Cagliostro) also had his own part in this historical morality play; As a reputedly powerful sorcerer and healer who wished to use his powers to help people, he was approached by factions of both the Illuminati and it's brother organization of Freemasonry. Under the direction of Weishaupt and other people like him, Cagliostro was used, abused, and twisted into a being that some would call a demon. And when he had given them supreme power over most of Europe, they let him be put to death.

At about this same time, the American Revolution was ending, and the two groups, both Illuminati and Freemasons came to America to spread their power. Some of the earlier Americans, framers of the Constitution had also been influenced; They called it a "democracy", fashioned after ancient Greece. Wrong. It resembled, for the most part, the Roman Republic. The Illuminati ruled as puppet masters, and the Freemasons' power was assured because of their talents as builders and technicians.

Slowly, all of the pieces of the world puzzle were filling in, and with them came new complexities; and new weapons for the power brokers to use. They had always used propaganda and psychobabble tricks of false logic to get people to follow their way. Those who didn't were either made fools of, or were killed. Likewise, they used censorship of their enemies words, and twisted those words to their own uses. Now, with the industrial revolution, these were widespread throughout the worlds.

Slowly, smaller factions (which had been growing for centuries) split off from their parental group(s), to form such things as Socialist parties, the Mafia, the Yakuza, and the smaller dictatorial nations.

Hitler and his Nazi party was the prime example of this -- When they got too powerful, and allied themselves with other similar nations (threatening to take power from the "Democratic" nations, the power-brokers put their weapons of

psychobabble and propoganda into use again. This is not to any way imply that Hitler and his kind were heroes, though, after all -- they committed genocide, something the "illuminati" and freemasons had always resisted. But another "crusade" like war was fought, then. Finally, they came to an agreement with the lesser power brokers of the Nazi party. The Nazi lines would be weakened enough for a final strike, and they would betray their overlords. In return, they would again join the illuminati on their road to power. So ended WW2, and the threat of the Nazis (although some groups of Neo-nazis remained, they were generally put down by the various governments).

In the 50 years between WW2 and the GCW, Socialism rose to power in the guise of Communism. And the Mideastern nations made their powers felt (mostly by fighting among themselves for supreme power). The Korean War, the Viet-Nam War, Watergate, and the I-C schism were merely as the clearing of a throat before the scream of war. The final catalyst, however, may seem ironic, in historical contemplation, after all that has happened: The space program.

At first, the militaristic factions of the illuminati were opposed to space exploration (as it would take money from their pockets). That was until they considered the pragmatism of a platform in space as a tactical "defense". In 1972, the American and Soviet governments joined in the space program to work on Skylab/Salyut missions. The U.S. pulled out of this agreement during the Reagan administration, opting to work on the Shuttle, SDI (colloquially known as the mess that started it all, "Star Wars"), under the disguise of the international (Australia, Canada, and the U.S.) scientific project, "Starlab". It's purpose, as J.A. Angelo Jr. (The Extraterrestrial Encyclopedia) tells us, was originally as a free orbiting space platform/astronomical research station. It was to be unmanned and dedicated entirely to scientific pursuits.

Needless to say, the Soviets did not believe this. Gorbachev had been trying to establish peace between the "Democratic" nations and the "Communist" nations for some time, but was pushed by his own puppet masters into lodging a protest. Yet he would not declare war, as they wished. So incurred the coup of 1995, merely three months after the orbit of Starlab had been established. Gorbachev and his followers fled to the Western Bloc, and established a new capital in Warsaw, Poland in April of 1996. West Germany and other Nato allies lent tactical support. Luckily, because of the 1988 disarmament treaties, this civil war did not escalate to nuclear.

In Congress, the Illuminati were torn -- Liberal factions wished to leave them alone, while conservative/military factions wished to lend Gorbachev aid. What followed was complete and utter chaos, that no one knows how to describe exactly. The Western States seceded from the Union, to form the "Western United States". The Eastern states then found themselves supporting the Neo-European war, and fighting the Second Civil War at the same time. Why the Western States did this is no mystery, but rather a mess of assorted reasons and gripes that those states had.

China, which had merged with North Korea and North Viet-Nam in 1995 as an uneasy alliance, became the "North East Asian Co-Prosperity Sphere. Because of trade



ROBOTECH II: SENTINELS



Lynn Minmay from  
Macross Flashback:  
2012.



difficulties with Japan, they declared war on that country. The Western U.S. called a halt to it's civil war with the Eastern states in order to give support to Japan.

Iran, Iraq, Israel, and Saudi Arabia (and the Arab states) likewise declared a Holy War on each other, for various things such as land, oil, slaves, and religion. The same sort of thing went on between the allied Cuba and Nicaragua and the other Central American Nations, South Africa, which had been in a civil war since 1986, simply continued.

Then, in June of 1998, the war between the Eurasian group and the Soviets

disintegrated, as the NEACPS declared war on both the Soviets and Eurasians. From the North, the Soviet forces moved in, while the Eurasians moved in from the South through Manchuria. Germ warfare and chemical warfare became common in usage at that time, as did napalm and other terrible conventional weapons. It was as if someone had mixed WW2, Korea, and Viet-Nam all together.

One year later, in the June of 1999, two major power brokers of the Western United States, Russo and Hayes, came up with a scheme to correct this divergence of Illuminati powers. They sought to manufacture a crisis to bring the Earth together under a peaceful puppet government, their own.

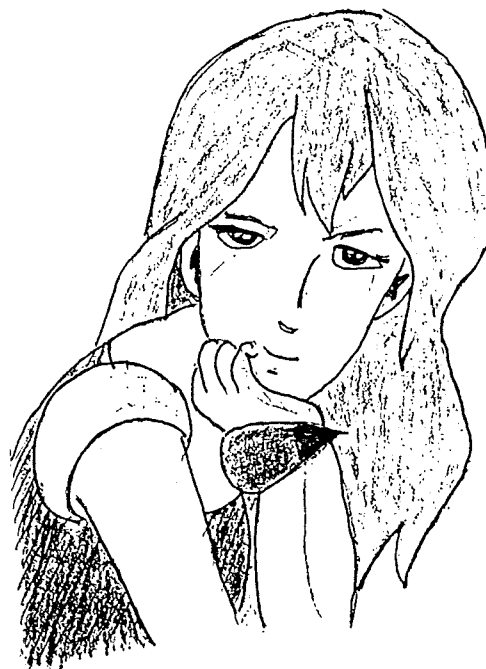
One month later, on Macross Island, just South of where Russo and Hayes were stationed on the air craft carrier Kenosha the SDF-1 crashed landed, and they didn't need to manufacture a crisis. In 2045, records of the first discovery mission were uncovered in New Quebec. They had evidently been handed over to the Quebec authorities along with other SDF-1 data, after the neighboring Toronto Quadrant was destroyed in the May of 2011.

The original mission into the SDF-1 was headed by Commander Henry Gloval, and assisted by Roy Fokker (see "UEG Heroes", part 3 of the ROBOTECH WARS), and Col. T.R. Edwards (part 5 -- "SENTINELS"). It was supposed to have been an international exploration (by China (aka Taiwan since the establishment of the NEACPS), NEACPS, the Eastern U.S., the Western U.S., the Eurasians, France, etc.), but only the Western U.S. and the NEACPS took part in it.

From the resulting discovery of "Robo-technology", and the new United Earth Government, a new group of power brokers emerged. These neo-illuminati fully prepared Earth for an invasion by what they thought would be a Type II civilization. The Zentraedi were, of course, Type III, and not even the SDF-1 was enough to stop their "imperial fleet". But it was enough to stop humanity from destroying itself at that time. But still those who had brought the most tyrannical war in human history still ruled. And now, the question arises: Shall we let these same type of peoples, these so called "Illuminated Ones" rule us still? Or shall we, each and every one of us, take responsibility for our actions, whatever they may be?

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R. Bruce



TRIB FOR MEGALORD #1

LATE SEPTEMBER 1987

2D Lt. ERIC T. KOUBA

PSC 1, BOX 1998

EDWARDS AFB, CA 93523-5000

おはよう ごさいます (WELL, IT IS WHERE I AM)

BY THE TIME YOU READ THIS, I'LL BE IN CALIFORNIA, DOING ALL SORTS OF THINGS SECOND LIEUTENANTS DO IN THE AIR FORCE. THIS <sup>ALSO</sup> MEANS THAT ANY SPARE TIME I HAVE WILL BE SPENT TRACKING DOWN AS MANY OF THOSE MYTHICALLY MONSTEROUS SOURCES OF JAPANIMATION AS POSSIBLE. SINCE I HAVE BEEN LIVING IN AUSTIN, TX FOR THE PAST 10 MONTHS, MY ACCESS TO GOOD SOURCES OF ANIMATION HAS BEEN RATHER LIMITED (90 MILE TRIPS TO SAN ANTONIO ONCE A MONTH HASN'T BEEN QUITE ENOUGH FOR MY APPETITE, AND THE LAST ANIME SHOWN ON THE AUSTIN TV STATIONS THAT I KNOW OF WAS STARBLAZERS SOME 8 YEARS AGO), OH WELL, EVEN IF I CAN'T GET ANIME SHOWS ON TV, LOS ANGELES ISN'T MUCH FURTHER AWAY THAN SAN ANTONIO HAS BEEN (AND THERE'S A BEVY OF C/FD CLUBS THERE, ALONG WITH SOME VIDEOTAPE RENTAL PLACES THAT STOCK ANIME-TYPE THINGS)

ALL OF THAT LEADS INTO THIS: I CURRENTLY KNOW NEXT TO NOTHING ABOUT THE MACROSS SERIES, I HAVE SEEN THE MOVIE ONCE (A LESS-THAN-AVERAGE QUALITY SUBTITLED COPY), AND THAT'S IT. HOPEFULLY, I'LL BE ABLE TO ACQUIRE A SET OF (AT LEAST) THE ROBOTECH EPISODES IN CALIFORNIA. SO, HOW DO I KNOW I'D LIKE THE MACROSS SERIES AS A WHOLE? EVEN BEFORE I'VE SEEN IT? SIMPLE: A FRIENDLY XEROX MACHINE TOLD ME SO, AND PROVED IT BY GIVING ME COPIES OF ALMOST EVERY C/FD-RELATED NEWSLETTER FOR THE PAST 2 YEARS.

SEE YOU IN 2 MONTHS

AND AFTER 1400 MILES

Eric Koubu



## MEGALORD

JO AMIE  
4613 s.e. REX DR.  
PORTLAND, OR  
97206

FIRST OFF, I GUESS I SHOULD INTRODUCE MYSELF. AS YOU CAN SEE MY NAME IS JO, AND LIKE YOURSELF, I AM A BIG FAN OF THE SUPER DIMENSION SERIES, VIDEOS, AND MOVIES. ALL 3 OF THEM INTEREST ME GREATLY, BUT MY FAVORITE HAS TO BE ORGUSS. I LOVE THE OVERALL LOOK OF THE SHOW, AND THE OPENING THEME SONG IS GREAT AS WELL. I'M ALSO A BIG ROBOTECH FAN (THIS IS WHAT GOT ME HOOKED ON ANIME). THE MOSPEADA EPISODES WERE MY FAVORITES WITH MACROSS COMING IN A CLOSE SECOND. I COULD GO ON FOR PAGES ABOUT WHY I LIKE THIS SHOW OR THAT SHOW, BUT I WON'T BORE YOU WITH SUCH TRIVIAL MATTERS.

I CANNOT BELIEVE THAT A MACROSS/ SUPER DIMENSION APA DID NOT EXIST BEFORE THIS ONE. I GUESS IT WAS JUST TOO OBVIOUS. I THINK ED REALLY HIT IT WITH THIS APA. I HAPPEN TO BE A MEMBER OF 4 APAs AND I PREDICT THAT THIS ONE WILL BE THE MOST INFORMATIVE AND INTERESTING ONE. I CAN FINALLY WRITE ABOUT SOMETHING I KNOW A LITTLE BIT ABOUT. I DON'T WANT TO START ANY BIG-TIME PROJECTS IN THE FIRST ISSUE BECAUSE I WOULD LIKE TO SEE WHAT EVERYONE ELSE HAS PLANNED TO FILL THEIR PAGES WITH.

SINCE I DID NOT RECEIVE A LIST OF WHO THE MEGALORD MEMBERS ARE, I CAN'T REALLY SAY HELLO TO ANYONE I MIGHT KNOW, SO I'LL JUST SAY HELLO TO EVERYONE...HELLO !

NEXT ISSUE I PLAN TO WRITE A FEW MORE PAGES , SO UNTIL THEN,...GOODBYE !

P.S.- I THINK THIS APA WOULD BE A GREAT PLACE TO TRADE AUDIO AND VIDEO AMONGST THE MEMBERS, SO I'VE INCLUDED MY VIDEO LIST OF SUPER DIMENSION STUFF BELOW. IF ANYONE WANTS ANYTHING FROM THE LIST, LET ME KNOW. I'M WILLING TO TRADE FOR ANYTHING I DON'T HAVE, ESPECIALLY GOOD CONDITION MOSPEADA EPISODES.

CONDITION- SCALE FROM 1 TO 10. A 10 IS A COMERCIAL TAPE AND A 1 IS PURE STATIC.

TITLE	EPISODE	CONDITION
-MACROSS	1-2,4-6,8-12,14-21,23-28,36	7
-SOUTHERN CROSS	1-23	8
-MOSPEADA	15,19,25	6
-ROBOTECH	1-36,60-85	9
-ORGUSS	1,3-7,10-16,20,22,28-30	8
	2,8-9,21,24-27,31-35	7
	17-18,23	6
-MACROSS: DO YOU REMEMBER LOVE ?		8
-MACROSS: DO YOU REMEMBER LOVE ?(SUBTITLED)		8
-MACROSS: BOOBYTRAP		9
-MACROSS: MEMORY FLASHBACK 2012		9
-MOSPEADA: LOVE, LIVE, ALIVE		8
-ORGUSS MEMORIAL VOL. 1		8

ANYWAY, UNTIL NEXT TIME,

SEE YA !



Buenos Días, Japanime

Keng Sue Thao  
177 East Grauwylar Road, Irving, TX. 75061

Hola ! My name is Keng Sue Thao, a 13 year-old fan of just about any anime you can name. Letters are welcome, and will be answered as soon as possible.

First of all, I want to thank Mister Edward Craddock for coming up with an APA that interested me. Now I can have better writting assignments to do than English.

My anime life began one day a few years back. Only one show can really be credited to that faithful day. It was a "Gamera" movie.

After watching the Yamato fly past Gamera, my brother wrote off to a model kit company in Massachusett. Some time later, a catalog came, but since no one from this household ordered anything the cats stopped coming.

It was those catalogs that really brought my whole household into appreciating Japanime and using every penny we got on anime (except my parents, who like Mospeada and Iczer-1, but there are such things known as bills).

Anyways, before (Murasame ?) I sign off, I want to thank everyone who made it possible for me to be where I am today, with special thanks to Lory White, who began my brother's growing anime video audio tape list.

HAPPY HALLOWEEN !! MERRY CHRISTMAS !! HAPPY NEW YEAR'S !!

Here are some addresses to Japanese Penpal Clubs:

Association of Pen Friends of Japan  
Hongo P.O. Box No. 100  
Bunkyo Tokyo  
113-91 JAPAN

NOTE: I have two more addresses, but don't think I can fit them in. Write for info of interested.





ROY FOKKER

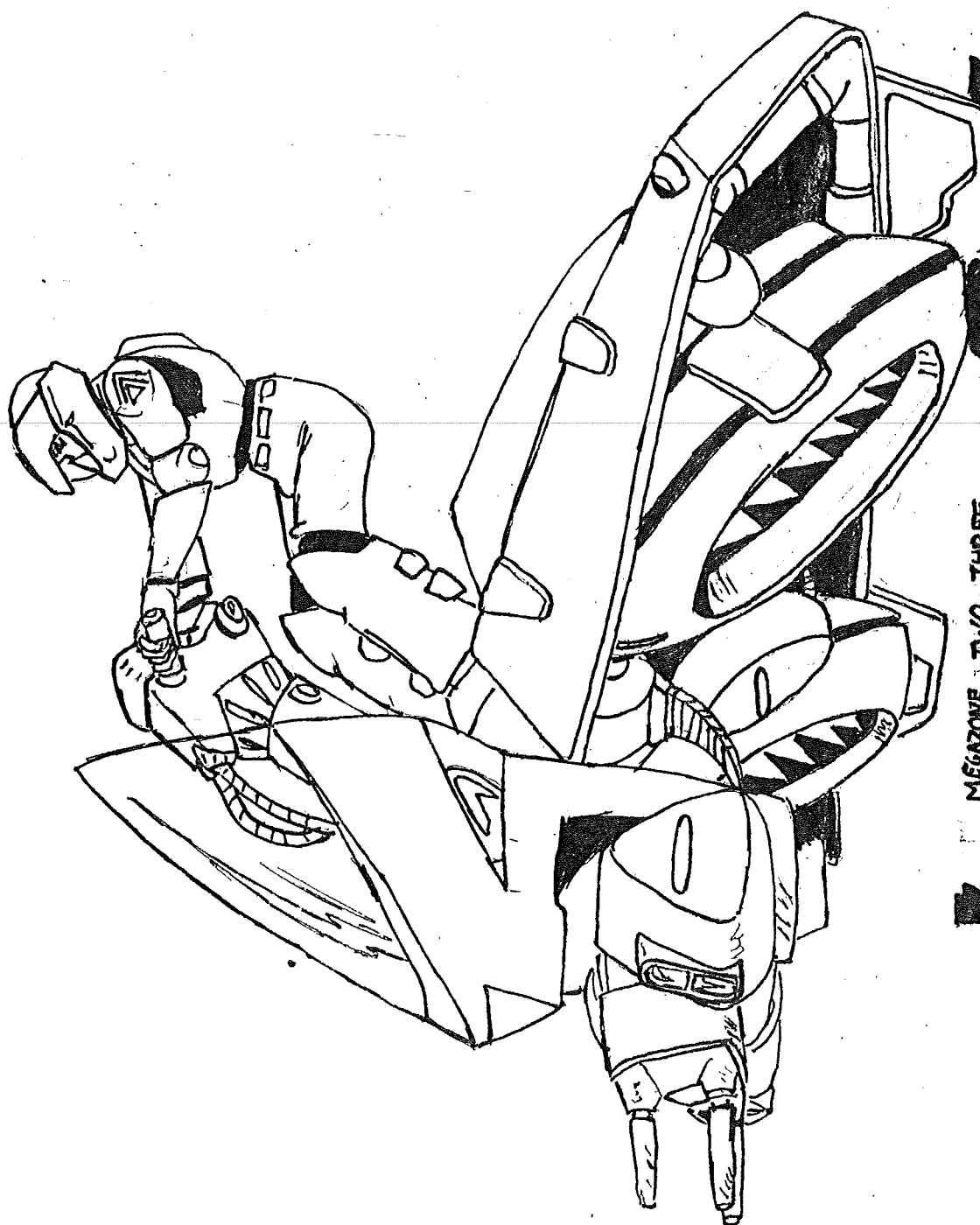


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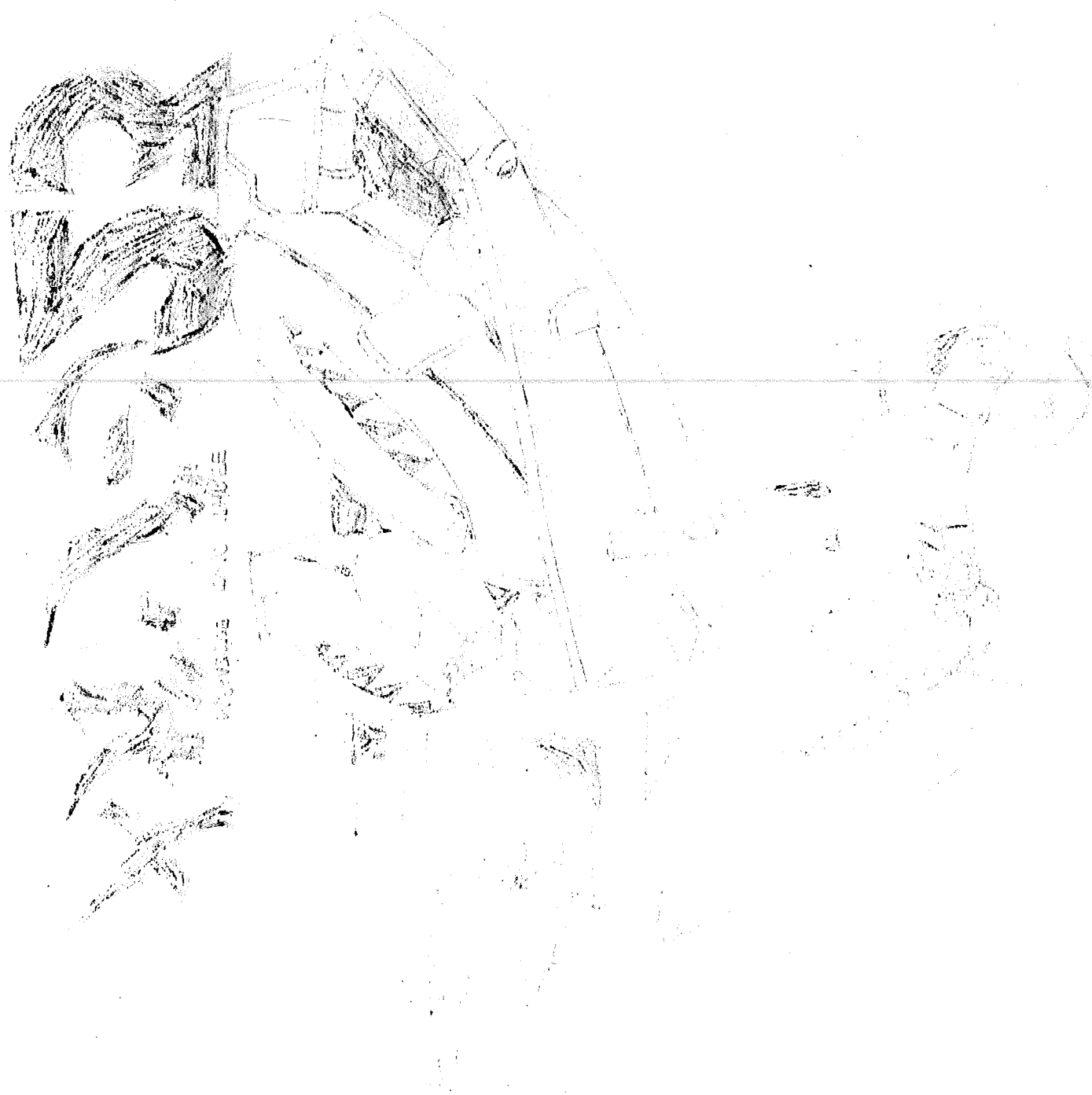




MEGADOME TWO THREE

メカドーム

Justin Kim  
Vassar College Box 2481  
Poughkeepsie, NY  
12601



Who am I? Well, I'm a freshman at Vassar College in Poughkeepsie, NY. I've been involved in anime for a little over two years when I first saw Robotech. As far as anime goes, I lean towards Macross, Project "A"-Ko, Nausicaa, Lupin III, and Dirty Pair. Outside of anime some of my interests are: Star Trek and other SF, music, cats, RPG's, and Tom Clancy (The Hunt for Red October, Patriot Games).

My addresses are:

Home	School
279 George	P.O. Box 2981
Providence, RI	Vassar College
02906	Poughkeepsie, NY 12601

#### AVAILABLE ANIME ON LASER DISK

Macross '84

Megazone 23 part II in english

#### AVAILABLE ANIME ON VHS

Famous Detective Holmes (7 episodes), Windaria, M.D. Giest, Project A-KO, Orguss (1-7 and Moohm's Dream), Cats Eye (#1-12, 25, 30, 32, 33), Vampire Hunter D, Warriors of the Wind, The Dagger of Kamui, Iczer-1 parts I and II, Crusher Joe, Dr. Slump Space Movie, Z Gundam (1-3, 5), Perfectual High School Earth Defense Force, Sammy: missing 99, Lupin III Castle of Cagliostro (subtitled), Dirty Pair: Affair of Nolandia, Area 88 parts I, II and III, Hokuto No Ken (1-16), Laputa Gensis Climber Mospeada (#1, 3-4, 6-8, 10-13, 15, 19), Dunbine #6, Star Fleet, Macross: Summer '84 (subtitled), Californai Crisis, Dancougar: Requiem for the Victims, Nausicaa, Gundam (I and II), Urusei Yatsura: Lum the Forever, Lensman

Trade-yes I'm especially looking to fill out my Mospeada collection, subtitled stuff, and scripts

See 'ya later!

Justin Kim

P.S. How about including Megazone 23? As part 1 was made into the Robotech movie, it should fall into the scope of this APA.



To my fellow members of the Megalord AFA:

Hi! I don't really know any of you yet, but I expect that'll change in short order. Most of you are, or started out as, ROBOTECH fans, or I miss my guess entirely. I rather suspect that a healthy percentage of the folks in the C/FO got involved in anime by flipping the right channel on at the right time on some boring afternoon, watched the last half of a ROBOTECH episode, and got curious.

At least, that's how I got hooked. Here was love, hate, friendship, intrigue, and interstellar warfare on a truly grand scale. Good guys that eventually triumphed, but only at a terrible price - even death. Bad guys that were believable. Giant robots shooting at each other. Weird hairdos. Interspecies dating. What more can a dedicated sci-fi nut ASK for?

Not a great deal, is my answer. Whilst I thumb my nose at all of the Harmony Gold haters, I submit that Carl Macek did a great job of bringing great Japanese animation to the American public. Not only did he put it in intelligible form, he put it in intelligent form in a fashion that did the original series proud. I've gone on since to collect better than 50 anime movies (& counting), but nothing will ever take away the thrill of plugging in one of my ancient ROBOTECH tapes and listening to the theme music swell and rise...

It is with these thoughts in mind that I put down the final draft of a short story that I hope will do the amazing saga of ROBOTECH justice, and I hope you like it all right.

Roy Pokker lives!!!

- Jay Stranahan  
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### JOURNEY'S END

It's been a rather interesting evening.

Half an hour ago I was in a tavern on the outskirts of a nameless town, celebrating like everybody else on the planet. Today marked the first anniversary of the end of the third Robotech War; surely an occasion worth observing. The breakdown in law and order, the degeneration of civilization, had been halted, and mankind showed every sign of being capable of rising to the challenges ahead. For the first time in a very long while, peace reigned supreme. Man, as well as the children of three other alien races, lived without strife, without dread of tomorrow.

Or does he...

Having drunk my fill, I had made my way unsteadily to a corner table, the better to observe the various festivities. The one blot on the otherwise bright and carefree evening was the fellow sitting next to me. He too was in his cups, but his disposition showed no sign of mellowing; the several attempts to engage in conversation fell flat. I had written him off as a lost cause when he suddenly spoke up:

"It'll never work."

"Hm-mm?" I replied, for lack of something better.

He scowled. "It'll never work. I lost everything - family, home, the whole works - and this new, supposedly democratic government wants me to settle down next to the alien slimeballs that did it. No way. I ain't GONNA!"

The plastisteel mug he was holding bounced off the opposite wall without cracking, its contents cascading over the floor. I was slightly



disconcerted. "Well, throwing things certainly shan't help. Whatever ills mankind may have suffered, it is not alone in its agony. Need I remind you that human civilization is the only one to survive in any form, out of several that have warred against each other? At any rate, the wars are over. Give peace a break, will you?"

"You shaddup!" He was on his feet to fast for me to react. "I'd like to see man hit back for a change, 'stead of being the one getting hit on. We didn't start any wars - we got invaded and destroyed, not just once, but three times. And you talk about peace, as if there could be any now." He had a knife in his hand. "Alien lover!"

The next thing I recall is lying on the floor staring at a multitude of legs, holding an arm that bled. A shocked silence prevailed, until an elderly fellow shouldered his way forward and knelt beside me. "Here, now, let me give you a hand - "

"No, no, I'm alright," I managed to gasp out. Hurriedly I snatched a cloth napkin and bound the wound tight, before standing up. The man with the knife was several feet off the ground and pressed against the wall, held there by a huge, glowering partygoer. "Hey, you want me to mop the place up with this troublemaker? Just say the word."

"That - that's all right. No, let him go."

The larger one set the knifewielder on the floor, but kept a tight grip on his shoulders. "I heard what you said about peace not having a chance. And I want to set you straight about something."

"You say you lost your family and your home to aliens. So did I. Only to me, you're the alien. Yeah, I'm a Zentraedi - that's what I am, and I can't change it. I'm not proud of some of the things me and my race did, but I kissed an entire civilization goodbye to come and live on a strange, alien world, to see if you could really live without war. I had to overcome a lifetime of conditioning to do that. It was harder than you can ever know."

"If I can go day by day, pushing down my warrior self until I'm about to go crazy restraining myself, then so can you, pal. So can anybody. Okay. You can go now."

The smaller man held his ground for a moment, glaring defiantly. "You've got no right being here." He struck the wall. "This is OUR home!" Then he burst into tears and fled out the door.

A hubbub of conversation resumed. I just overheard the commentary from a neighboring table: "Yeah, that guy was way outta line, but all the same I know what he's talking about. Burned-out Zentraedi warriors, Robotech Masters refugees, humanized Invid - ya get the feeling this planet is a dumping ground for the galaxy's rejects..."

My eavesdropping was interrupted by the old man who had tried to help me earlier. "Are you feeling all right? That's a nasty cut."

"I'm fine, thanks. May I buy you a drink?"

We sat there for some time, sipping at our beverages, watching the party get back into gear, when he suddenly said, "That poor man. So many have suffered so much; there are so many like him, fostering old hatreds. He was dead wrong, of course. There was conflict before the advent of Robotech, men slaying each other in numbers too grievous to recount. Before the arrival of the SDF-1." He paused. "I remember."

"Yet as irrational and filled with hate and anger as he was, I fear he was also right. Men have always fought wars. No matter the cost or the suffering, he always rebuilt and made war anew. I honestly can't see how the devastation we've suffered is going to deter us any better, or change our basic nature. All we can do is hope and pray." He slid out of his seat and winked at me. "You take care of yourself, son."





After a bit I paid my bill and left, brushing my way past a fresh crowd of merry-makers. Once safely around the corner and out of eyeshot, I tore off the makeshift bandage and disposed of it. My kind heal swiftly, so I was never in any real danger, but all the same...

It doesn't pay to be seen bleeding green blood in a neighborhood like this.

My human name is Kendric. My given name is both unpronounceable (in my present form) and inaudible to the human ear. At any rate, I am no longer entitled to the name I took when I was created; that being is long dead, one of the silent casualties of the Robotech wars.

I think that old man in the cafe overlooked one single, awesome fact. Four civilizations died on this world - if you include that of homo sapiens - and left their mark, yes. Four highly divergent races now inhabit the same small world, at odds with their new home and the company they share. The wounds of wars fought here as well as those fought light-centuries away will not be easily healed. But what, I ask you, was the catalyst for these mighty events?

It was the Protoculture.

And what, I ask again, is the nature of the Protoculture? It is to change, to alter, to transform that which it comes into contact with. One only need look at a primitive Valkyrie fighter to comprehend this. Cannot a life force so strong that it can bring inert machinery to life likewise change not merely the outward appearance, but the very soul of a species? I, of all sentient creatures, should have the right to answer that question with a resounding affirmative.

The last of the Protoculture is gone now, consumed by the Invid Regis to speed her way across the stars. Yet the Protoculture continues to exist, in all who have been touched by it. We are its living legacy, and its incomprehensible power our birthright by right of blood - Zentraedi, Robotech Master, Invid, and Human alike. It has served as the life's blood of galactic armadas, toppled empires, been the focal point of interstellar wars. And in the end, all of the scheming and greed and untold bloodshed has brought us, all of us - here.

Why? Perhaps I delude myself into thinking that there must be some higher purpose at work. Delusion, to believe that the creation of the mad genius Zor (and are not all geniuses said by humans to be slightly mad?), created to serve, has turned the tables and now makes us its creation, using us as tools in some grandiose experiment.

Perhaps. It shall be interesting to see.

The journey is over.

The journey has only just begun.



"Remember your enemy..."  
A study of villains

by Brian Jordan  
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Hello. As the byline indicates, my name is Brian Jordan. As my nervousness indicates, this is the first time I've ever written for an apa. With any luck, it will pass just before something else comes along for me to worry about. Based on experience, I suspect that that may be too much to hope for.

Anyway, let me tell you a bit about myself, so you will know how I'm planning to work this column (or report, or whatever you want to call it). Let's see. I'm near thirty, spent most of my life in the midwest, and have two undergrad degrees, one in english, because it's useful if you hope to be a writer, the other in business because the starving artist is a nice noble image and a terrible reality. I've been heavily addicted to science fiction since I read my first Tom Swift Jr. book when I was eight or nine. I first ran into Japanese animation at a mid-1970's Chicago Comicon (yes, I read comics too. Drives my mother crazy.) where they were showing episodes of one of the Force Five offerings, Starvengers, and was instantly infatuated. Sometime in the last few years I learned that there were others out there who would actually trade tapes, plus some very good sorts who helped a beginner by simply making copies of what they had on hand gratis. And, along the way, I grew interested in Macross.

(Take a deep breathe now. The bio data is nearing it's end. Honest!)

So far, I've only seen some of ORGUSS, an English subtitled copy of the MACROSS movie and most of the MACROSS-ROBOTECH episodes. As a result, my perspective is more limited than some people's. I do hope to broaden it, but that takes time and tapes. A good at home course in Japanese might help too, but that's my problem.



All of which brings me to my title. It comes from my recollection of a line by Robert A. Heilein: 'Remember that your enemy is a hero in his own eyes. This may leave room for compromise.' I plan to confirm the quote, eventually, and may change the title if my memory is wrong. Then again, I may not. In any case, my intent is to look at the bad guys in the Super Dimension series, sometimes as groups, sometimes as individuals, and try and consider them from a different perspective than the norm. When I run out of comments, I will try to come up with a new title and start over. Undoubtably, I will also babble about whatever anyone else has written. After all dialogs are always more interesting than monologs.

Given that this in my first column, I wanted to deal with someone truly major in MACROSS (remember my current limitations). After all, it helps to start out with a bang and elicit comments. I discarded some good openers- Khyron, Lynn Kyle, the Earth's World Government- for a truly dangerous figure central to MACROSS in any incarnation. Someone who will, at one point or another, make life difficult for just about everyone else.

I speak, naturally, of Miss Macross herself, Lynn Minmay.

Well, does that have your attention?

I have heard Minmay referred to, at one time or another, as the perfect airhead and MACROSS' chief cheerleader. All of which is true, but hardly a complete summery. After all, Minmay, over the course of the series, drives Rick crazy trying to sort out his feelings for her, (a neat trick since she is unaware of his feelings until near the end), unleashes her cousin, Lynn Kyle, on the citizenry and assures his prominence in local politics simply by being his cousin, utterly destroys the Zentradi with her singing, which causes the near-destruction of Earth, drives her family crazy with worry to save her diary and keeps Rick and Lisa apart (mostly due to Rick, I admit, but I'm a romantic, so I hold it against her) all without even trying.

Minmay sometimes reminds me of a comment on Darth Vader. Given all



the havok he wreaks against the Empire (consider the number of top Imperial officers he killed), are we really certain he wasn't one of the rebels all along?

In many ways, what makes Minmay a villain is that just about everything I listed above she did without noticing. This is not because she isn't smart enough- though I am not at all convinced that she is extremely intelligent- but because she is, in just about any situation, utterly self-absorbed. This is not surprising-after all, she is fifteen when the story begins and very quickly made the center of a lot of people's lives. With people treating her like royalty on a near constant basis, it is hard not to conclude that the universe really does revolve around you. By the time anyone tries to tell her otherwise- her parents- Minmay is completely unwilling to listen. And so Minmay goes on her merry way, enjoying life and making a lot of people miserable, without ever considering the consequences of what she does, because it will never occur to her to look.

There are nastier villains about, but few more dangerous than one who does not realize the harm she does.

#### SHAMELESS GREED SECTION.

As I've noted before, my tape collection suffers from a number of limitations. Being the selfish sort, I'd like to see if I can fill some of the gaps. I therefore have included my list of what I have available. If you might be willing to discuss trading tapes, get in touch, please.

Until next go round, stay well.

  
Brian Jordan





On Hand Anime  
by Brian Jordan  
October 24, 1987

Adventures of the Galaxy Rangers, 3 episodes

ADVENTURES OF ULTRAMAN

AREA 88, Act I

AREA 88, Act II

Armored Trooper Votoms, episodes 1- 9

Aura Battler Dunbine, episodes 1,2

BIRTH

BUBBLE GUM CRISIS

Cat's Eye, episodes 1- 14, 17- 20

CLIFF HANGER (from the game disc)

COSMO POLICE JUSTY

COSMOS PINK SHOCK

DAGGER OF KAMUI

DANGUARD ACE

Danger Mouse, 60 + episodes

Dirty Pair, episodes 1,4,5,11, 15,23,24

Dragonar, 4 episodes

GALAXY EXPRESS

GOD MARS

GOLD WING

ICZER 1, Act 1

ICZER 1, Act 3

IPPATSOMAN

Jem, 16 episodes

Jonny Quest, 25 episodes

Jonny Quest (new series), 13 episodes

LUPIN III: CASTLE CAGLIOSTRO

LUPIN III: THE MYSTERY OF MAMO

MACROSS: BOOBYTRAP

MACROSS: DO YOU REMEMBER LOVE?

M.D. GEIST

MEGAZONE 23, Part 1

MEGAZONE 23, Part 2

Mighty Orbots

Mobile Suit Gundam, episodes 1-10

MOBILE SUIT GUNDAM I

MOBILE SUIT GUNDAM II

MOBILE SUIT GUNDAM III

THE MOUSE AND HIS CHILD

The Mysterious Cities of Gold, episodes 1- 39

MY YOUTH IN ARCADIA

NINJA, THE WONDER BOY

RAINBOW MAN



RALL II

Robotech, episodes 1-38,40- 45

ROCK & RULE

Rocky & Bullwinkle, 22 various episodes

THE SECRET OF N.I.M.H.

Sherlock Holmes, 10 episodes

SPACE ACE (from the game disc)

STARCHASER: THE LEGEND OF ORIN

STARVENGERS

Tekkaman, episode 1

Thunderbirds: 2086, 21 episodes

TRANSFORMERS- THE MOVIE

TWINKLE HEART, Part 1

Ulysses 31, episodes 1- 9

Urusei Yatsura, episodes 1,2,17- 20, 27, 29, 30, 34, 39-44, 49,51, 53, 55,  
57, 59, 61, 63, 67, 76,104,152,154,162,163,215

VAMPIRE HUNTER 'D'

THE WAY TO VIRGIN SPACE

Wingman, 1 episode

Zeta Gundam, episodes 1- 29

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Movies are in BOLD TYPE. Taped materials in generally good condition or better.  
will inform if copy quality dubious.

